

MOSJES EXAMPLE DECKS V2

STARTER DECK EDITION

DECK 1: "PHYSICAL FORCE"

Fighting Type - Aggressive Tempo Strategy

Strategy Overview:

This deck focuses on consistent Physical Quest completion and direct combat. Uses multiple Fighting-type Mosjes to leverage The Gym and Arcade Places for passive MP generation. Includes basic attack cards and MP restoration to maintain pressure.

Key Synergies:

- The Gym + Fighting Mosjes = 25-35 MP per turn
- Arcade + Physical trait Mosjes = +10 MP when activating Pieces
- AZN Cless + West synergy = Physical Quests give +15 bonus MP
- Michelle's Tough Gamble = high variance Quest rewards
- Bowie & Stormey + Michelle = 50% MP loss reduction (75% with synergy Mosje)
- Pet synergy with ViannaPoes for MP loss reduction

Total Cards: 46

Mosjes (4)

Name	Start MP	Traits	Unique Ability	Quantity
[AZN Cless] The Wild Card	10	Physical ★★, Social ★★, Creative ★	Risk & Reward: Roll at end of turn: 1 = discard 1, 2-5 = nothing, 6 = draw 2 and gain 10 MP. SYNERGY - West: Physical Quests give +15 bonus MP. PET SYNERGY - ViannaPoes: Reduce MP loss by 50%	1
[Michelle] Iron Tuk	0	Physical ★★, Social ★, Resilient ★★	Tough Gamble: Roll on Quest completion: 1-3 = half MP reward, 4-6 = double MP reward. SYNERGY - Gandoe: Reduce all MP loss by 75% + gain +15 MP per turn	1

[Alyssa] Fissa Fissa!	10	Physical ★★, Social ★★★, Resilient ★	Party Power: Gain +15 MP when you or ally destroys a Place (max once per turn)	1
[Jeffrey] The Strongman	20	Physical ★★★, Resilient ★	Brute Force: All your Quests give +10 MP. Cannot use MP-restoring Piecies	1

Piecies (18)

Name	Effect	MP Cost	Req	Quantity
Te Hard Gaan	Target opponent loses 25 MP	15 MP	Any	3
Snoeiertje	Your next Quest drains 15 MP from opponent, but you lose 15 MP at end turn	Free	Any	2
Kleine Taks	Target opponent loses 10 MP per turn for 4 turns (total 40 MP)	15 MP	Lvl 1+	2
Kannetje Melk	Gain 25 MP to your active Mosje	Free	Any	3
Broodje Döner	Gain 35 MP to your active Mosje	Free	Lvl 1+	2
Momentum Boost	Restore 15 MP and your next Quest gives +10 MP bonus	Free	Lvl 1+	2
Energy Surge	Gain 20 MP instantly. Can only be used if you have less than 30 MP	Free	Any	2
Gun een Piece	Draw 2 cards from your deck	Free	Any	2
Quest Prep	Your next Quest roll gets +2 to the result	10 MP	Any	2
TweedeKAns	Reroll any die once this turn	5 MP	Any	2
Slecht Gezet	Destroy active Place card	Free	Any	1

Afblijven!	Your Mosje cannot lose MP from opponent effects until your next turn	10 MP	Any	1
Bowie & Stormey	2 turns: Gandoe/DJ/Tuk/Michelle reduce MP loss by 50%. SYNERGY BONUS: With Gandoe + Tuk OR Gandoe + Michelle both on field = 75% reduction + gain +15 MP per turn	15 MP	Any	1
ViannaPoes	2 turns: Cless/Hayabusa reduce MP loss by 50%	15 MP	Any	1

Snelle Piecies (6)

Name	Effect	MP Cost	Req	Quantity
FF Haaltje Nemen	Reduce MP loss by 20 (Resilient ★★: by 30)	10 MP	Any	2
Emergency Healings	Restore 25 MP instantly (Resilient ★★: 35 MP)	10 MP	Any	2
Momentum Rush	Gain 15 MP instantly and draw 1 card	Free	Any	1
Jensen	Ignore a Piecie that specifically targets your Mosje	10 MP	Any	1

Places (3)

Place Name	Effect	Good For	Bad For	Quantity
The Gym	All lose 10 MP/turn. Fighting gain 25 MP/turn. Physical ★★★ gain 35 MP/turn	Fighting	Others	1
Arcade	Physical trait Mosjes gain +10 MP when they activate Piecies	Physical	Mental	1
Obby 1	Each Mosje loses 10 MP/turn. Quest rewards give +15 additional MP	Quest-focus	Passive	1

Quests (9)

Quest Name	Requirement	Success	Failure	Quantity
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Arm Wrestling	Roll: Phys ★ = 5+, ★★ = 3+, ★★★ = 2+	+40 MP	-60 MP	2
Parkour Challenge	Be able to Pay 10 MP + Roll 4+	+50 MP	-70 MP	2
Sprint Race	Physical ★★+ auto success	+70 MP	-80 MP	2
Endurance Test	Have 60+ MP OR Phys ★★★	+60 MP	-70 MP	1
Leap of Faith	Roll: 1-3 = Fail, 4-6 = Success	+60 MP	-20 MP	1
Speed Run	Activate 2 Pieces this turn	+60 MP	-50 MP	1

DECK 2: "DIGITAL CONTROL"

Digital Type - Information & Deck Manipulation

Strategy Overview:

This deck uses deck manipulation, hand control, and calculated plays to gain advantages. Features multiple Digital-type Mosjes with Technical traits to leverage Digital Equipment Piecies. Banks on steady MP growth through efficient card play rather than explosive turns.

Key Synergies:

- Bank Place + card draw effects = +15 MP per burst
- Digital Equipment combo (Keyboard + Mouse + Controller) at Digital Gaming Stop
- Coert + Binti Food synergy = DOUBLE MP from food Piecies
- West's Calculated Guess + deck manipulation for information advantage
- Youri + Chris instant Piecie activation synergy

Total Cards: 50

Mosjes (4)

Name	Start MP	Traits	Unique Ability	Quantity
[West] The Analyzer	15	Mental ★★★, Technical ★	Calculated Guess: Name a card type, reveal top card of any deck. Correct = draw 2 cards + gain 10 MP. Wrong = lose 10 MP. SYNERGY - Cless: Physical Quests give +15 bonus MP	1
[Coert] The Hawaiian Tech Savant	10	Mental ★★, Technical ★★★, Social ★	Extra Resources: Draw +1 card for 10 MP per use. SYNERGY - Binti: Gain DOUBLE MP from all Food Piecies	1
[Youri] The Speedrunner	0	Technical ★★★, Mental ★★, Resilient ★	Speed Activate: Activate a Piecie the same turn you place it for 20 MP, then draw 1 card. SYNERGY - Chris: You can play Piecies without placing them face-down first	1

[Chris] The All-Rounder	10	Physical ★★★, Technical ★★, Social ★★	Perfect Setup: Activate 1 face-down Piecie for free and gain 15 MP. SYNERGY - Youri: You can play Piecies without placing them face-down first	1
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Piecies (28)

Name	Effect	MP Cost	Req	Quantity
Keyboard	If you have a Digital-type Mosje: Gain 10 MP and draw 1 card	Free	Any	3
Mouse	If you have a Digital-type Mosje: Gain 10 MP and look at top 2 cards of any deck	Free	Any	3
Controller	If you have a Digital-type Mosje: Gain 10 MP and your next Quest roll gets +1	Free	Any	3
Kannetje Melk	Gain 25 MP to your active Mosje	Free	Any	3
Broodje Döner	Gain 35 MP to your active Mosje	Free	Lvl 1+	2
Warm Kannetje Melk	Lose 10 MP but draw 2 cards	Free	Any	1
Gun een Piece	Draw 2 cards from your deck	Free	Any	3
Zie je die Dingetjes	Look at top 3 of your deck, pick and draw 1	Free	Lvl 1+	2
Bagga of Greed	Draw 3 cards, then discard 1	Free	Any	2
Quest Prep	Your next Quest roll gets +2 to the result	10 MP	Any	2
Momentum Boost	Restore 15 MP and your next Quest gives +10 MP bonus	Free	Lvl 1+	2
Slecht Gezet	Destroy active Place card	Free	Any	2

Affoe	Target opponent loses 15 MP, you gain 10 MP	5 MP	Any	2
Laat me chillen!	Next time you would lose MP, reduce it by 20	10 MP	Any	1
Emergency Swap	Choose any Mosje card from any player's deck or field. Your active Mosje copies and uses that Mosje's ability this turn (you must pay any activation costs required by that ability). The chosen Mosje can still use their own ability normally	30 MP	Lvl 1+	1

Snelle Piecies (5)

Name	Effect	MP Cost	Req	Quantity
Lucky Cóin	Reroll dice (Creative ★★★: choose result)	10 MP	Creative ★	2
Counter Strikka	Redirect Piecie to another target (Mental ★★★: draw 1)	15 MP	Mental ★★	2
Jensen	Ignore a Piecie that specifically targets your Mosje	10 MP	Any	1
Sleutelpuntje	Instantly adjust your MP by ±15 before a Quest roll or ability activation	5 MP	Any	1

Places (4)

Place Name	Effect	Good For	Bad For	Quantity
Bank chilling	Mental ★★+ gain +15 MP when drawing 2+ cards in one turn	Mental	Physical	1
Digital Gaming Stop	When you activate a Digital Equipment Piecie, gain +5 additional MP. If you activate all 3 in one turn: Draw 3 cards, gain 30 MP, Digital Mosje can complete 2 Quests this turn (once per game)	Digital-type	Non-digital	1
Quest Haven	All Quest rewards +10 MP. Complete 2 Quests in one turn = additional +25 MP bonus	All	None	1

Momentum Factory	All Mosjes gain 5 MP at turn start. Can't attack or drain MP	Defensive	Aggressive	1
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Quests (10)

Quest Name	Requirement	Success	Failure	Quantity
Strategy Puzzle	Mental ★★ + Discard 1 card	+25 MP	-20 MP	2
Calculate Odds	Reveal top 3: if 2+ same type succeed	+20 MP	-10 MP	2
Quick Thinking	Roll: Mental ★ = 5+, ★★ = 4+, ★★★ = 3+	+20 MP	-20 MP	2
Debug System	Tech ★★ + Look at top 5 of any deck	+40 MP	-60 MP	2
Precision Work	Roll: Tech ★ = 5+, ★★ = 4+, ★★★ = 3+	+70 MP	-70 MP	1
Late Night Questing	You must have activated at least 2 of: Keyboard, Mouse, Controller. All opponents without Digital Mosjes must discard 1 card	+50 MP	-30 MP	1

DECK 3: "ARTISTIC RHYTHM"

Artistic Type - Creative Combo & Support

Strategy Overview:

This deck revolves around Creative trait Mosjes, dice manipulation, and MP amplification effects. Uses DJ 80/20's rerolls and Coert KasteLuck's morning luck to set up favorable plays. Includes substance cards for high-risk/high-reward gameplay flavor.

Key Synergies:

- DJ 80/20 reroll + Lucky Cóin = ultimate dice control
- Coert KasteLuck + Binti food synergy = free Piecie plays + DOUBLE food MP
- Skiffa Place + Artistic Mosjes = multiple rerolls per turn
- Cless Teacher + ViannaPoes pet synergy = teaching moments + protection
- MP Amplifier + Quest completion = 50% bonus MP

Total Cards: 51

Mosjes (4)

Name	Start MP	Traits	Unique Ability	Quantity
[DJ 80/20] The Lucky Mixer	20	Creative ★★★, Resilient ★★	Lucky Beats: Reroll any die once per turn. Turn start: gain 10 MP	1
[Coert] KasteLuck	20	Creative ★★, Social ★★, Resilient ★	Morning Luck: Roll 4-6 at turn start = play +1 Piecie this turn for free (no MP cost). SYNERGY - Binti: Gain DOUBLE MP from all Food Piecies	1
[Cless] The Teacher	10	Creative ★★★, Mental ★★	Teaching Moment: Roll 5-6 when activating Piecie = draw 1 card and gain 5 MP. SYNERGY - West: Physical Quests give +15 bonus MP. PET SYNERGY - ViannaPoes: Reduce MP loss by 50%	1
[Binti] The Sharp Tongue	10	Creative ★★, Social ★★★	Cutting Words: Discard 1 Piecie from hand: Target opponent discards 1 random card and loses 10 MP. SYNERGY - Coert: Gain DOUBLE MP from all Food Piecies	1

Piecies (28)

Name	Effect	MP Cost	Req	Quantity
Kannetje Melk	Gain 25 MP to your active Mosje	Free	Any	3
Broodje Döner	Gain 35 MP to your active Mosje	Free	Lvl 1+	2
Nature's Gift	Gain 30 MP. If that Mosje has Resilient ★★+, gain 40 MP instead	Free	Any	2
Varkenspootjes	If Binti is on field, gain 60 MP. If ANY other Mosje (not Binti), lose 30 MP instead	Free	Any	1
MP Amplifier	Your next MP gain is increased by 50%	10 MP	Any	3
Momentum Boost	Restore 15 MP and your next Quest gives +10 MP bonus	Free	Lvl 1+	2
Quest Prep	Your next Quest roll gets +2 to the result	10 MP	Any	2
TweedeKANs	Reroll any die once this turn	5 MP	Any	3
Gun een Piece	Draw 2 cards from your deck	Free	Any	2
Grammetje Pieter	Roll: 1-3 = lose 15 MP, 4-6 = gain 30 MP	Free	Any	2
Dikke Jonko	You gain 25 MP, each opponent gains 10 MP, all draw 1	Free	Lvl 1+	1
Larry / Zegeltje	Roll: 1-2 = lose 25 MP and discard 1, 3-4 = gain 20 MP, 5-6 = gain 40 MP and draw 2	Free	Any	1
Slecht Gezet	Destroy active Place card	Free	Any	2
Synergy Field	Stays on field 3 turns: All Mosje abilities that restore MP restore +10 additional MP	15 MP	Any	1
ViannaPoes	2 turns: Cless/Hayabusa reduce MP loss by 50%	15 MP	Any	1

Snelle Piecies (7)

Name	Effect	MP Cost	Req	Quantity
Lucky Coin	Reroll dice (Creative ★★★: choose result)	10 MP	Creative ★	3
Emergency Healings	Restore 25 MP instantly (Resilient ★★: 35 MP)	10 MP	Any	2
FF Haaltje Nemen	Reduce MP loss by 20 (Resilient ★★: by 30)	10 MP	Any	1
Momentum Rush	Gain 15 MP instantly and draw 1 card	Free	Any	1

Places (3)

Place Name	Effect	Good For	Bad For	Quantity
Skiffa	Artistic reroll 1 die. Digital lose 10 MP when activated. Creative ★★★ reroll 2 dice	Artistic	Digital	1
Quest Haven	All Quest rewards +10 MP. Complete 2 Quests in one turn = additional +25 MP bonus	All	None	1
Bank chilling	Mental ★★+ gain +15 MP when drawing 2+ cards in one turn	Mental	Physical	1

Quests (9)

Quest Name	Requirement	Success	Failure	Quantity
Artistic Expression	Creative ★★ + Draw 2 cards	+40 MP	-10 MP	2
Improvise!	Creative ★★★ OR pay 15 MP	+50 MP	-20 MP	2
Lucky Break	Roll: Creative ★ = 5+, ★★ = 4+, ★★★ = 2+	+70 MP	-40 MP	2
Create Masterpiece	Creative ★★ + 3+ Pieces in play	+60 MP	-20 MP	1

Inspire Crowd	Roll: Social ★ = 5+, ★★ = 4+, ★★★ = 3+	+25 MP	-20 MP	1
The Gauntlet	Complete 3 different actions this turn	+50 MP	-15 MP	1